

# DIABLO VALLEY ATARI NEWSLETTER COMPUTER ENTHUSIASTS

JULY 1987

RETURN ADDRESS

**DACE**  
3602 DUMBARTON ST.  
CONCORD, CA 94519

To :

S.L.C.C.  
P.O. BOX 1506  
SAN LLENADRO CA 94577



ADDRESS CORRECTION REQUESTED FORWARDING AND RETURN POSTAGE GUARRANTEED

## OFFICERS

- President - Mark Butler  
757-0173
- Vice President - Mark Hannan  
754-5470
- Secretary - BIG Mike Randis  
Newsletter 798-6565
- Treasurer - Ken Zahora  
930-9739
- Disk Librarian - Dan Shouey  
676-2797
- BBS - (415)827-9014

## MEETING SCHEDULE

The next three Meetings of DACE will be held at the Contra Costa Water Building located at 1131 Concord Ave. in Concord

Thursday - July 2nd - 7PM  
Thursday - Aug 6th - 7PM  
Thursday - Sept 3rd - 7PM

## JULY MEETING TOPIC

8-bit and (2) ST Disks of the Month. An all new ST software raffle in addition to our usual **ENORMOUS** 8-bit raffle. 8-bit software demos.

~~~~~ PLAN ON IT ~~~~~





# PRESIDENTS PAGE

by

Mark Butler



Greetings everyone.

Hope you enjoyed the Atari festival. As I write this it is still a few days away and I am feverishly preparing things for the DACE booth. I hope you came down and visited us, after all it was only an hours ride. My wife and I plan to make a nice day of it, work the booth for a while (both of us, how often do you get the chance to involve your partner in a fun computer related activity?) and then go out to dinner afterwards. Should be lots of fun!

In case you missed it last month's meeting was a lot of fun. Another super disk of the month and 2 (count 'em 2) ST disks of the month. Since we have been trying to alternate meetings between mostly 8 and 16 bit computers last month was mostly ST. We all got to see the latest STWriter (version 1.7). STWriter is the ST version of the ever popular Atariwriter. For those of you with Atariwriter, if and when you ever get a ST you will have a familiar face in the word processor world.

After STWriter and the disks of the month we went into some demos. One thing that was glossed over a little too quickly was that the ST used that night was a 4 meg machine. John is upgrading any ST to 1.2 or 4 meg for a lot cheaper then anywhere else I've seen. I started things off with a demonstration of GFL football. A nice program with a unique perspective; you are down on the field instead of looking down from above. You see the men's faces as they run for you, you can hear your own footsteps as you wildly dodge. There were some parts I was not terribly pleased with; first it was too slow, everything seems to happen in slow motion. Also the amount of control you have is very limited. The only real control you have is during open field running. As a pass receiver you must count steps, one wrong step and you watch as it goes past your hands. You get no chance to dive for it or do anything at all. On defense you do nothing but watch!

My ideal for a football game would have me as quarterback. I start the play with the joystick button, drop back, and look for my receiver. When I spot one I lead him with a pointer and throw. Suddenly I am the receiver looking back over my shoulder, I adjust my run as the ball looms ever larger

finally diving, leaping or whatever. On defense I can pick whether I want to be the free safety or the pass defender, watching for the ball to come my way.

After football I showed off SDI. This is a great game from Mindscape. Touted as a interactive movie it blends stunning graphics with arcade action and a refreshing story line. You are McCormick, America's fighting space captain. In the near future the KGB has revolted in Russia and gained control of several ICBM sites. Your mission is to use SDI to defend America. Of course the satellites break down and must be repaired and defended from orbital fighters manned by the KGB. In the second half of the game you must go rescue your lover, a beautiful Russian agent trapped in a space station rapidly being overrun by KGB agents. After you dock the fighting is man to man in the corridors, with a appropriate and touching scene depending on whether you can rescue her in time. All in all a great game.

Mark Hannan showed off Major Motion. This is very similar to the arcade game Spy Hunter. It features the same great graphics, enemy cars, boats, helicopters, weapons, etc. of the arcade game. Great stuff!

I had to move my 800XL out into the garage. My computer room just was not big enough to support both machines and still be baby proof. In case you are wondering I spend as much time on my 800 as my ST. I am right in the middle of creating a new game for the DACE 8-bit disk of the month. No hints - wait until you see it, it will be great. It just topped 100 sectors on the disk. I also do the Basic Corner for programmers column in the DACE newsletter. It is always for good old Atari Basic. So I am currently spending a lot of time on my trusty old 800XL and I see it continuing that way for a while. I have 2 more games waiting to be created just sitting there in the back of my mind. But don't think I am not using my ST, oh no. I purchased Personal Pascal and am currently going through a teach yourself Pascal book. Soon I hope to be writing compiled games for our ST disk of the month.

As you can see from my schedule DACE is still very much involved in the 8 bit world. We will continue to support the 800's as long as one DACE member has one. It is a



## PAGE ... (continued)

magnificent machine and far from dead. New stuff is not exactly oozing out of the woodwork but it continues to come out. The first page of the latest Computer magazine had new program ads from Mindscape (Infiltrator, Bop 'n Wrestle, Trailblazer) and later on in the magazine SSI announced a Atari version of Rebel Charge at Chickamauga. At DACE we will continue to offer the best we can, barring accidents we will have at least one disk of the month with the best public domain software we can find. There is lots of stuff on the big bulletin boards so we have an enormous supply to draw from. We also have DACE programmers that continue to bring you the best in DACE exclusives. Lots of stuff going on for the trusty 800.

Speaking of programming I need some help. We have had a one liner programming contest, a 10 sector contest and a Air Hockey contest in the last year or so. Are we having too many? Not enough? If you want more I need some suggestions. How about other types of activities, someone suggested a DACE picnic. Bring your own food and family and everybody have fun. What do you think? Remember this is your club and it needs you, it need you to participate in it and make it better. If you have any ideas, I try to have a general bull session to start the meeting each time, just blurt them out.

Anyway let me climb down from my soapbox (windy up here) and say that DACE is only as good as its members. We have a great club but we must keep at it. So I hope to see you all at the next meeting. If you haven't come to the last few meetings why not give it a try this time. We have a lot of new members, and there is lots of secret stuff going on. Big Mike has his proverbial finger on a lot of big stuff. The meetings have been a lot of fun and it really is not that hard to break away for 1 day a month for 2 hours. See ya there!

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## The Punch Line

The trouble with opportunity is that it's always more recognizable going than coming.

Life's briefest moment is the time between reading the sign on the freeway and realizing you just missed your exit.

## CORNER ... (continued)

After line 1220 we should have invisible LUNAR LANDERS all over the screen. Now our next step is to make the letters appear. We can use the setcolor command in a loop to do that:

```
1230 FOR X = 0 TO 12 STEP .1:SETCOLOR
0,4,X:NEXT X
1240 FOR X = 0 TO 12 STEP .1:SETCOLOR
1,12,X:NEXT X
```

That will bring setcolor 0 from an intensity of 0 up to 12 by .1 increments (fairly slow) and it will be color 4. After that setcolor 1 will do the same in color 12. I put in a temporary 1250 END and tried it...I love it!

By the way, do you notice how I tackle these problems? I try to come up with a little bit at a time and test it before going on to the next piece, make any changes necessary before the problem gets too big.

One last thing our title screen needs is to flash the words now that we have them on the screen. We can accomplish this by using setcolors like so:

```
1250 FOR X=1 TO 20:SETCOLOR 0,0,0:
SETCOLOR 1,12,12
1260 FOR Y = 1 TO 20:NEXT Y
1270 SETCOLOR 0,4,12:SETCOLOR 1,0,0
1280 FOR Y = 1 TO 20:NEXT Y
1290 NEXT X
1300 SETCOLOR 0,4,12:SETCOLOR 1,12,12
```

What will this do? Why do we need lines 1260 and 1280? What this accomplishes is to flash the words alternately. Line 1250 turns off setcolor 0 and turns on setcolor 1. Line 1270 turns on setcolor 0 and turns off setcolor 1. We put the Y FOR - NEXT loops between then to slow BASIC down enough so we can see the flashes. Without lines 1260 and 1280 the whole thing would go so fast we couldn't see it. finally we make sure both colors are turned on with line 1300. Well thats enough for this time. I will leave you with this: Now that we have our title page we need to ask the player if he/she would like to play an easy, medium, hard or random game and set our three variables (GRAVITY, THRUST, CRASHSPEED) accordingly. Until then have fun!





# MARK MY WORDS

by  
Mark Hannan



Ataris to the left of me, Ataris to the right of me, Ataris products everywhere I look! This was how it was at the "World of Atari" show that was just held Friday 6/19, and Saturday 6/20, at the Santa Clara Convention center. Did you go? How did you like it? I thought it was great. The 8 bit stuff was very weak (as usual), but now that I have both 8 and 16 bit Ataris, I had a lot to look at.

DACE had a large role in the show. Besides manning our booth, and selling a lot of our disks of the month, we moderated most of the conferences, made announcements over the intercom all day Saturday, made out the large schedule of events (for both days) that was by the entrance, and helped Atari pack and load up after the show. I have heard it said that Atari will be giving the user groups that helped (including DACE) a substantial amount of money, or credit for Atari products. This will mean that we might be able to get a larger piece of equipment such as a Laser Printer, or hard disk, etc. I personally would like to thank everyone that participated in helping out with the show. I thought it went very smooth.

There were at least 5 booths run by bay area user groups. Our booth was combined with Hardware John's Atari Museum. This booth had a few prototypes of Atari's fabled equipment that never reached the selling market.

The show had a good showing of MIDI musical equipment and software. MIDI stands for Musical Instrument Digital Interface. This allows different Musical instruments to all be hooked together, and usually one main controller (computer or synthesizer) running them all with different sounds.

I thought the most impressive was the Hybrid Arts booth with their musical sampling hardware and software. That booth had all kinds of unusual sounds coming out of it.

A sampler is a device that hears a

sound (usually through a microphone), and then programs a synthesizer so that when the keys are pressed, they recreate the sound. The lower the keys pressed, the lower the sound that comes out. So if you have a synthesizer programmed with a sampled dog bark, the higher keys produce a sound like a tiny high pitched dog barking. The lowest key produces a real low bark sounding like about the biggest dog in the world!

The sampling software also allowed you to modify the sounds in a number of ways, to make new sounds. I sure wish I had one, but their package of hardware and software came to about \$2,000!

There was even a different booth that had a synthesizer running off of a guitar. I thought that was kind of unusual. I was kind of hoping that they would have something like a Monster MIDI Machine, like last year. This was a number of synthesizers all hooked up and one Atari computer that ran them all. Alas, I understand that Atari didn't seem to want to put the money into it this year, so there was just a few MIDI related people just talking about MIDI.

I for one was disappointed. This coming after Atari had just told people in one of the Conferences that Atari was the premier MIDI computer, and that Atari was trying to really go after that market, and impress the world with Atari's MIDI capability. If they are going to impress people, they better be willing to spend a few thousand dollars, at shows like this, doing it.

Quite frankly, I think Atari just got a lucky break, and are not taking advantage of it. I am referring to the new machines their competition just came out with. The new IBM's, Mac's, and Amiga computers were just introduced and to my knowledge, they did NOT include MIDI ports in them. If any one of them had included MIDI ports on their computers, it would have been a big loss to Atari. I think that only by luck can



Atari can still say that they have the only personal computers that come with factory installed MIDI ports. Since the competition's next machines might have MIDI ports in them, I think Atari should throw everything they have into that market... NOW!

Atari finally showed their Mega ST's at the show. These are 2 and 4 megabyte machines aimed at the business market. They also had their PC clone, and laser printer (which requires at least 2 megs to run. Although the detachable keyboard was nice, I think you would be money ahead, getting a 520ST, and Hardware John upgrading it. Call Big Mike for more details.

There was about 400-500 flyers given out at the show telling people about our club. I would think that some of those people should be coming to our meetings in the future. I think we have a pretty neat club, and I hope you like it too. I really can't say what you who are reading this feel about our club, because I have never got any feedback at all from you, about my articles. What do you think? Am I doing a good job on my monthly articles? Please let me know. Is there something you would like to hear about? Am I missing something, or writing too much on one thing? Is there something you would like to see different at the monthly meeting? Write to us, drop off a note at the meeting, talk to us. It sure would be nice to get some feedback.

Speaking of the meetings, the next one is Thursday, July the 2nd, at 7pm. This is held at the Contra Costa Water District, in Concord. I understand that at the fair, we had some nice pieces of software donated to the club. I would imagine that we will be having another in a series of great raffles at the meeting. Don't Miss it! Bye!

## Why I Joined DACE

by  
A.J. "RED" Redmer

As a software developer, working with many major publishing houses such as Electronic Arts, Epyx, Lucasfilm, and Disney, I am frequently asked why I joined DACE as opposed to the more 'prestigious' local user groups such as COAST, SLCC, ABACUS or BAAUG. DACE does not have the membership or the bank account that these other groups boast. DACE does not draw quest speakers of the caliber that these larger groups do. Many times DACE is overlooked when publishers promote their products through user groups. So why am I here? Why am I so proud to be a DACE member? Why do I insist on premeiring new products exclusively at DACE meetings?

The answer is pretty simple. I am a user. All software developers are first and foremost users. When I join a user group, I want it to BE a user group not a business or a union. I don't want to charge non-members admission to meetings. I don't want to sell advertising in my newsletters. I don't want to charge members for tickets to computer shows. I want to be able to go somewhere once a month where I can have all my questions answered, no matter how trivial they might be. I want the opportunity to speak about anything that concerns me. I appreciate a meeting being opened by opening the floor to questions. I want the security of being able to call another member about how to use a product. I want to see a new user be able to get the support a beginner should get from a user group.

I have heard people say that they can't provide such a service with such a large membership. They say that they can't devote that kind of time to the individual. My response to that is simple. Just look at the IBM PC user group in Washington, D.C. with its three thousand plus members. They open every meeting by allowing anybody to ask questions. It's beautiful! That's what being a user group is all about. People shouldn't lose sight of this. I want to be a member of a real user group. I want to be a member of DACE.

Akila J. Redmer  
President  
The Redmersoft Group





# The BASIC CORNER

by

Mark Butler



Welcome all. This column is dedicated to those of us that have a working knowledge of Atari BASIC but are having trouble when it comes to actually writing a program. In the past issues we have taken a Lunar Lander game from the ground up. We started with a rough outline of what we wanted the game to do. We refined it down to the point where we could make a crude flowchart. That flowchart gave us a good idea of how we could break the program down into manageable sized chunks. Each chunk was self contained and could be tested so that we were happy with it before we went on to the next one. In this way we created a complete game piece by piece in what I hope was an understandable way.

Last month we actually had a playable complete game. Of course now the hard part comes. Debugging and tweaking it so it is fun to play. For those of you who have not been with us from the beginning I will try to have the program on the disk of the month. Get the disk of the month and sit down with this article and type along with me. If you would like reprints of past issues of the newsletter just contact any DACE officer. Remember even if you have not been following us from the beginning you can still get a lot out of this article. I try to explain what I am doing and why we are doing it that way so when it comes time for you to write your own game hopefully it will be a little easier. Also you get so much more out of it if you actually type in the code with me than if you just sit in your easychair and read. SO GET OFF YOUR DUFF AND DO IT!

Lets dig in to it. There was a error in last month's column (did you catch it?) It was a very common error. Early in the article we put in a line 6010 that check the speed we hit to see if we landed safely or we crashed. I then went off and did some other things. We I came back to work some more on the EOG routine (lines 6000 - 6999) I had totally forgotten about line 6010 and placed a FOR -

NEXT loop command for the sound on line 6010. BASIC didn't complain at all but it meant that if you hit the landing pad you were OK no matter how fast you hit! We can solve this problem by changing our original line 6010 to line 6008. So lets add the following:

```
6008 IF DELTAY > 1.5 THEN GOTO  
CRASH
```

Last month we wanted to add some code to make a rocket engine sound when we had the button pressed and no sound when the button was not pressed. Did you do it? How do we do it?

Looking back through the program we find the CHECKSTICK routine (lines 4000 - 4999). This routine checks to see how the joystick is pushed and whether the button is pushed or not. It returns a value in DX and DY depending on the joystick and button. Our MOVESHIP then uses the DX and DY values to determine where the spaceship should go next on the screen. Since the CHECKSTICK routine has already checked the button and placed the value in T it would make sense to put our sound commands right there based on what is in T. A quick check of the BASIC manual shows us that if T = 0 then the button was pushed. We use T in line 4100 which forces DX and DY to zero if the button has not been pushed. That means that no matter how you push the joystick you will not affect the spaceship until you push the button.

Now lets see what is the easiest way to do this. We obviously need a line to check the button and if it is pushed (T=0) make a sound. We also need a line to turn off the sound if the button is not pressed (T=1). Now we already have line 4100 that sets DX and DY to zero if the button is not pressed. We can just add our sound command so that if T=1 we set DX and DY to zero AND set the sound to off, like so:

```
4100 IF J = 15 OR T = 1 THEN DX =  
0: DY = 0: SOUND 0,0,0,0
```

(continued)



Now we need to turn on the sound if T=0. There is no other line we can add a sound command to so we will have to add one:

```
4115 IF T = 0 THEN SOUND 0,200,8,6
```

That sound command gives us a nice raspy sound perfect for a rocket engine. And a volume level of 6 is much less than the explosion so any explosions will sound extra loud. Lets give it a try.....Perfect! Hoorayy!

Now on to the next detail. As it stands the game is pretty boring after a few runs. What we need is to liven it up a bit. The easiest way to do that is to make some things random. In our game we defined GRAVITY and THRUST as variables in the initialization section. In line 6008 we match the landing speed against 1.5, lets change that to a variable so we can have fun with it. First we define the new variable and then change line 6008:

```
1090 CRASHSPEED = 1.5
6008 IF DELTAY > CRASHSPEED THEN GOTO CRASH
```

One thing you will notice about my programs is that I try to use variable names that reflect what they are for. This also helps in debugging. Notice line 6008, it is now very self documenting. I can glance at it and tell what it does: If the deltay is greater than the crashspeed then goto the crash routine. Writing your program so the code is self documenting is a real good habit to get into.

Anyway we now have three variables that we can play with: GRAVITY, THRUST and CRASHSPEED. If we want to make the game harder we can increase GRAVITY a little, and reduce THRUST and CRASHSPEED so not only are your rocket engines less powerful but you have to land more perfectly. Now what we need is a title page that would ask give the name of the program and ask if you want a easy, medium or hard game. Also it would be nice to have a random game so you never knew what you were up against.

Since a title page should be part of the INITIALIZE routine lets put it starting at line 1200. That leaves us all the 1100's for any more variables we need to define later.

We should have nice large letters

for the program and that means graphics 2:

```
1200 REM DO THE OPENING SCREEN
1210 GRAPHICS 2:SETCOLOR 2,0,0
```

We do the SETCOLOR because that will make the regular text window at the bottom black also. Now we print the program name, how about LUNAR LANDER?

```
1220 PRINT #6:PRINT #6;"          LUNAR"
1230 PRINT #6;"          LANDER"
```

I put in a temporary 1240 END statement and tried it. It works but it is pretty boring. What we need is to spiffy it up. While I was typing it in I thought; what if we printed a whole pile of them on the screen? Lets try it and see, we make a loop with the print statement in it. Also we change the word LANDER to lowercase. In graphics 2 it will still print in uppercase but it will be a different color:

```
1220 FOR X = 1 TO 20:PRINT #6;"
LUNAR lander";:NEXT X
```

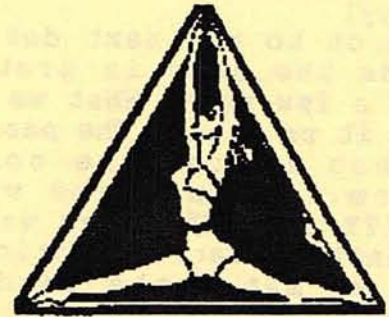
Lets delete that old line 1230, leave our END statement in line 1240 and try it...It worked Okay but it gave me an error. I counted the number of complete "LUNAR LANDER"s and there were only 15. I changed line 1220 to read:

```
1220 FOR X = 1 TO 15:PRINT #6;" LUNAR
lander";:NEXT X
```

Tried it again and viola! it works. But it is still a bit boring. Since each word is a different color what if we set all the colors to black, then printed the words on the screen and then made the colors flash a bit to look fancy. Lets try it. First we check the BASIC manual to find out what colors upper and lowercase graphics 2 letters use... I can't figure out this stupid manual. Well lets try to puzzle it out, It says setcolor 4 is for the black background. We used setcolor 2 to set the text window to black. So we know it is not 2 or 4, that leaves 0,1,3. We will start with 0 and 1. If it does not work we will switch it. Now we set the colors before we begin printing:

```
1215 SETCOLOR 0,0,0:SETCOLOR 1,0,0
(continued)
```





All of the above pictures were done utilizing the Navarone Industries **ST SCAN IMAGE SCANNER** A complete system includes: scanner, cable interface and software for \$1,239.95 The pictures are trademarks of the 1920's and 30's and have been converted to DIGITS format and then imported into Publishing Partner. Best of all John Russell bought one. Coming soon: Exclusive Scanned pics on our BBS (415) 827-9814





# The SAGA OF YAP

Reprinted from CURRENT NOTES

by DAVE SMALL



I want to make it clear at the very beginning of this article that I'm a dog lover. Grew up with three German Shepards. I get along with dogs just fine.

Except for the one next door.

The dog next door, Yap (as we call him), has a problem: he barks constantly.

Beginning at 5:30 in the morning, he barks at the paperboy. At 6:30, at the cars driving by. At 8, at the schoolkids walking by. Throughout the day, at airplanes overhead. He barks at anything. By mid-afternoon, he's hoarse, but ready for the kids coming home, cars returning from work, and so on.

Generally, he stands about fifteen feet away from my bedroom window, right at the fence corner, and opens up. Yap, yap, yap.

I can't tell you how many times I've been woken up by this little charmer. My kids (3 and 4 years old) used to come running downstairs to announce that they were scared of the dog.

So, I began to plan.

Evil plots filtered through my mind, which I won't mention to keep from further tarnishing my good name. You can imagine what I thought of doing, those mornings I'd stayed up until 2 AM working on the Magic Sac, when Yap would start in at 5:30.

One day, as I stood in the shower listening to Yap (it's a particularly penetrating bark that can be heard while one is in the shower). I had this idea on how to stop him from barking. I did it, it worked, and I thought I'd tell you about it. I can't be the only person with a barking dog problem.

Fittingly, I cured Yap with an ATARI computer. Here were my components:

- (1) one ATARI 800 computer which had (in truth) mostly been gathering dust, with Basic cartridge. No disk even needed.
- (2) on 5-pin DIN connector, from Radio Shack.
- (3) one Kenwood KR-4070 40-watt amplifier, from my college days, which had also been gathering dust.
- (4) one Radio Shack piezoelectric tweeter, 40 watt, about \$15.
- (5) one RCA phono plug and cable (cut one end off), from Radio Shack. \$2.

Wire the DIN connector with pin 2 (the big one) to the RCA cable's ground, and with pin 3, the AUDIO OUTPUT, to the cable's center ("hot").

Connect the ATARI to the PHONO IN plug on the amplifier, and the piezo tweeter to the SPEAKER OUT. Place the piezo tweeter as near to Yap as possible, in this case, hidden by a bush outside the fence. Run a long speaker wire as necessary.

Next time Yap begins to bark, enter the SOUND commands using the ATARI: SOUND 0,1,10,15. This

sets the channel 0 (the "0") to a very high frequency (the "1")—so high people can't hear it—at maximum volume (the "15"), with the distortion (the "10") which is necessary if you're not going to blow the tweeter; you don't want square waves or the like).

Turn the amplifier to about "8", or until clipping occurs. (Clipping is where you're pushing your amplifier too hard, and it starts putting out DC. DC fries speakers. If you don't have an oscilloscope to detect it, the only way to prevent clipping is not to turn up your amp too loudly).

You won't be able to hear the sound being made, because it's too high a frequency; it does make your teeth itch, however. (If you'd like to hear what the dog hears, drop the frequency a bit, something like SOUND 0,10,10,15. Piercing, isn't it?)

The dog on the other hand, has no problem hearing this frequency (which is how dog whistles work), and at this point, ceases barking, wonders what on earth is going on, and beats a retreat back inside his house.

At this point, shout off the amp.

After three weeks or so, we had Yap well trained. Not a peep out of him, because every time he barked, he'd get 40 watts of high frequency in the ear. I used to get up at 5 AM, drink coffee, and await the paperboy, my finger on the volume control. I must confess to evilly grinning too. All those mornings he woke me up.

These days, he doesn't require much training. Perhaps once a week we have to remind him not to bark. He's a quiet dog now.

Best of all, our neighbors never heard a thing. All of this happened at a frequency far too high for them to hear. That's the beauty to this solution.

Well, that's the story of how I cured Yap, using an ATARI computer as a frequency generator. If you have a similar problem, you probably have most of the components on-hand to solve it; twenty bucks worth of electrical parts is well worth a little piece and quiet. Remember, if you do this, the object isn't to hurt the dog, it's to make him a bit uncomfortable while he's doing what you want to train him out of. You have to remember to turn the sound off when he stops barking.

When I bought the ATARI 800, back in 1981, I was told it was a "home computer". Since that time, there's been a lot of debate as to whether or not a "home computer" is actually useful. I don't debate the point anymore; mine is worth its weight in gold.

I get to sleep in these days.





# THEM CHANGES

BY  
**BIG Mike**



Them changes . . . Moving forward. WOW!!! Things sure are moving for the better at DACE lately. First off, the World of Atari fair was a rousing success for DACE! Sales of our ST and 8-bit Disks of the Month at the event were brisk. We had a good amount of people stop by our booth, the main draw being John Russell's "Museum" and his all new 4 Meg upgrade. I wish to take this time to personally thank all of those wonderful DACE members that helped make this event a reality.

## THANKS !

No you are not losing your mind. You may have noticed some changes in the type style of the newsletter. Publishing Partner now has some new fonts which are available commercially from The Font Factory and also in the public domain. Personally, I am overjoyed that I no longer am limited to that *hoser dog meat* Helvetica font. I now have a wealth of fonts which I can choose from. Yippie!

You may have also noticed that the newsletter has "come back" to its usual 10 page standard. We hope to keep this up but without your support (like writing an article and bringing it to the next meeting). Some surprises are in store in future issues . . .

As you read this the DACE sponsored BBS will be (hopefully) up and running. Dubbed **THE SEPTIC TANK**, (catchy name huh?) the system is currently running on a Russellized 2 Meg ST, 2 double sided drives and a 20 Meg Astra hard drive. The program we are using is FOREM ST. I can almost hear the groans out there now. No 8-bit support you say? **WRONG** **WRONG** triple **WRONG**. Are there 8-bit downloads? Yep. 8-bit conference section? Yes sir. E-Mail? Of course! ST downloads? Wouldn't be without it! And lots of other nifty neat stuff. 300 or 1200 baud and best of all if you are a DACE member you will receive the highest amount of access time with

unlimited downloads for our membership! The BBS will feature Exclusive music written by yours truly and ST pics done with the Navarone Scanner in addition to the normal fair of downloads. Mr. Russell has donated the use of all his equipment for the board. He stated that we couldn't get to used to the hardware as the board will constantly be under-going modification. There was even a hint of 160 Megs somewhere in the near future.

Call the week of the 29th to get validated. What is the phone number? Well if you missed it in the other two areas of the newsletter, here it is again:

## **The Septic Tank (415)827-9014**

It seems that I have almost run out of space. Let me just say that there will be 2 ST Disks of the Month in July as well as an 8-bit disk. And while I'm on the subject of disks, Jan Iverson has contacted me about DACE free upgrades to all those members who purchased USA CONSTRUCTION SET at the last meeting. Just bring in your old disks to the next meeting and see Jan. He will also offer UCS for sale at the next meeting. At the next meeting we will also have our first ST raffle in addition to our great 8-bit raffle.

And last but not least, I must mention that the DACE year is rapidly drawing to a close and it will soon be time for elections and payment of dues. Please give careful consideration to actively participate as a member of the DACE Board. I have already decided to "re-enlist" as the Secretary and Newsletter Editor (old habits die hard). DACE will begin accepting nominations at the August meeting.

For a more in depth report on the World of Atari fair and the new BBS make sure you attend the next DACE meeting on July 2nd.

I'll see you there